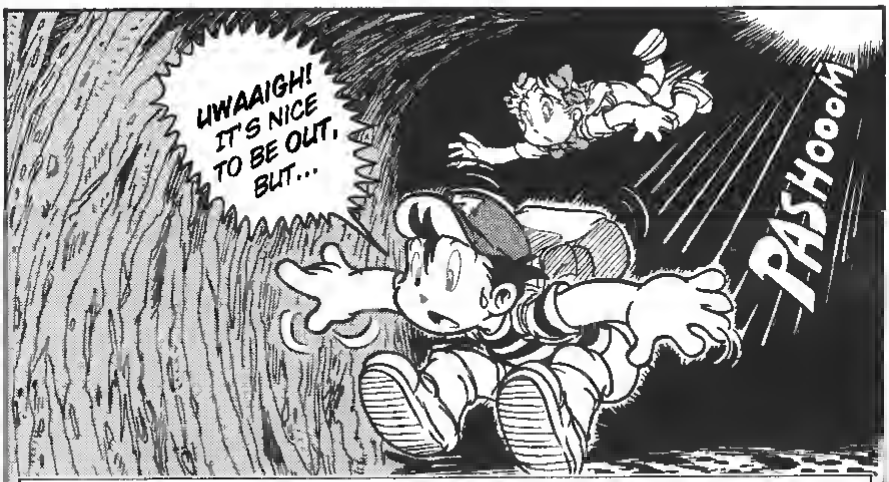
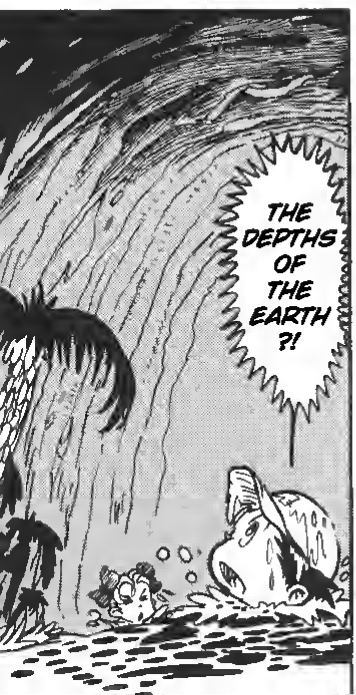
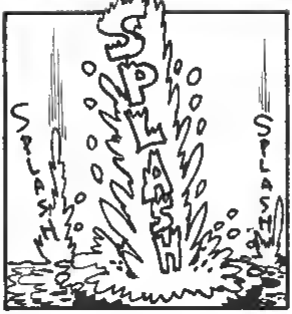
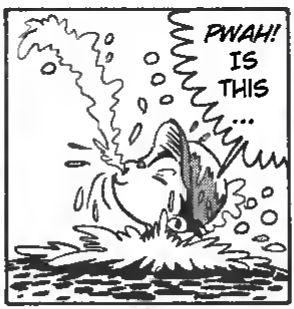
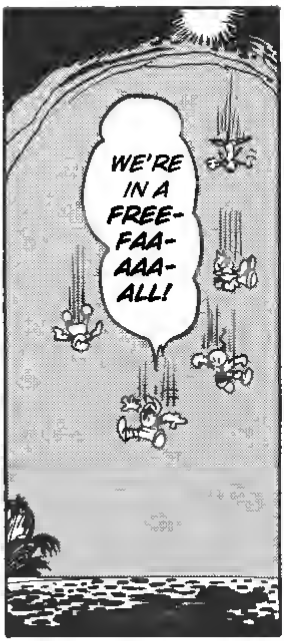


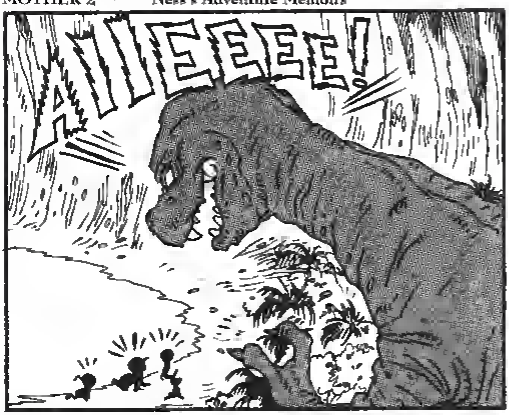
CHAPTER 13 The Last Battle

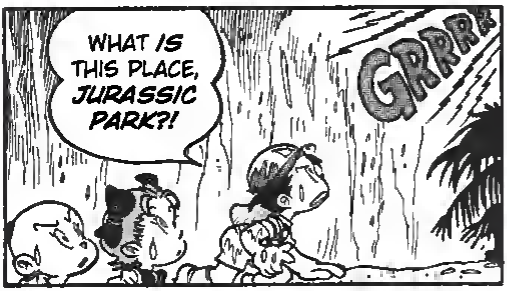









AIIEEEE!


WHAT IS THIS PLACE, JURASSIC PARK?!
GRRRR

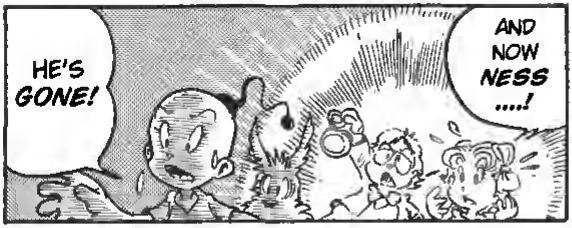
WOOOSH
BANG!
OH GEEZ!!

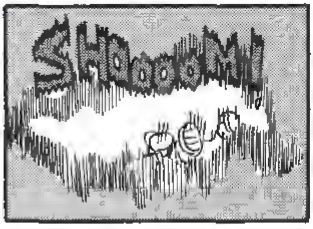
I wasn't expecting an enemy this fearsome BEFORE Giygas!

AIEE!!
GRRRRR
!

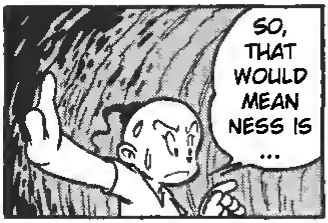
THE MASTER DIDN'T TEACH US HOW TO FIGHT SOMETHING LIKE THIS!
WHAT'RE WE SUPPOSED TO DO AGAINST THIS BEHEMOTH ?!
BOING
AIIEEE
HERE IT COMES AGAIN!
Calm down, Ness!
THEY'RE LOWER LIFE-FORMS, SO PSI WON'T WORK ON THEM!
IT'S NO USE, POO!
BUT IF ALL WE EVER DO IS RUN AWAY, WE WON'T GET ANYWHERE!
LIGHT UP, AS BRIGHT AS YOU CAN! YOU TOO, JEFF! USE A MACHINE!
HUH?!
PAULA!! LIGHT!
WELL! LET'S JUST GIVE IT A SHOT, PAULA!
WHAT WILL SHINING A LIGHT DO?
THOSE EYES!
HNG !

YES, GOOD!! MORE LIGHT.... SHINE MORE LIGHT!
GRRRRRR
WAIIIEEEEE
JUST AS I THOUGHT! THEIR EYES REGRESSED FROM HAVING LIVED DOWN HERE SO LONG, MAKING THEM WEAK TO LIGHT!
YOU WON'T GET AWAY FROM ME!!
NO, NESS! DON'T CHASE IT TOO FAR IN, YOU'LL -
IT'S DISAP-PEAR-ING!
AAH !!


HE'S GONE!
AND NOW NESS ....!


SHOOOOM!

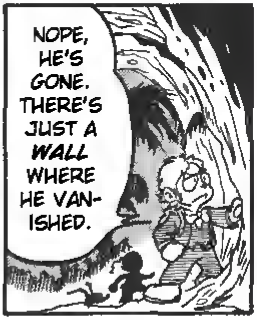
NEEEESS!
HEEEYYY, NEEEESS!


SO, THAT WOULD MEAN NESS IS ...

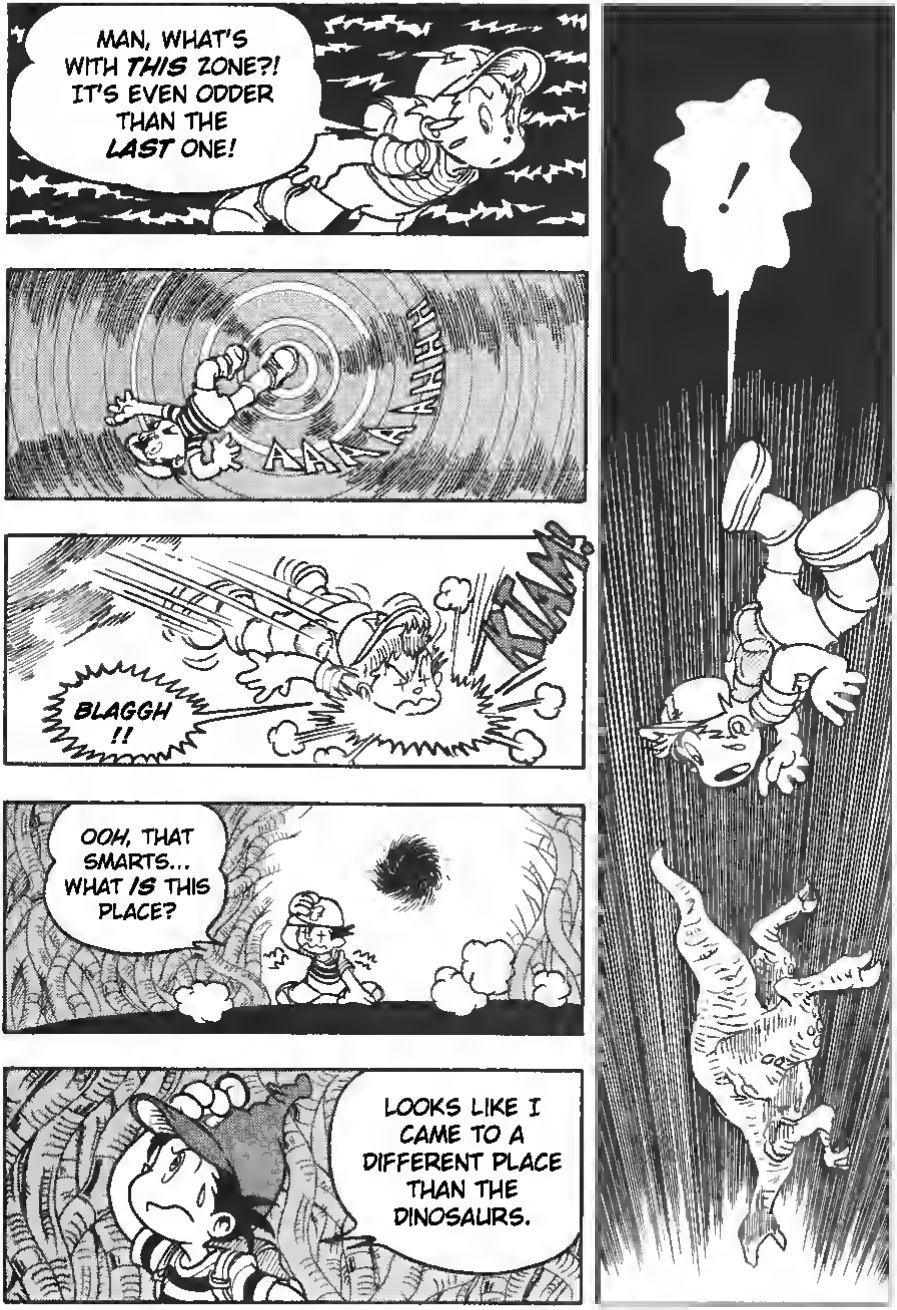
RIGHT. HE'S HEADED SOME-WHERE ACROSS TIME.

NO!

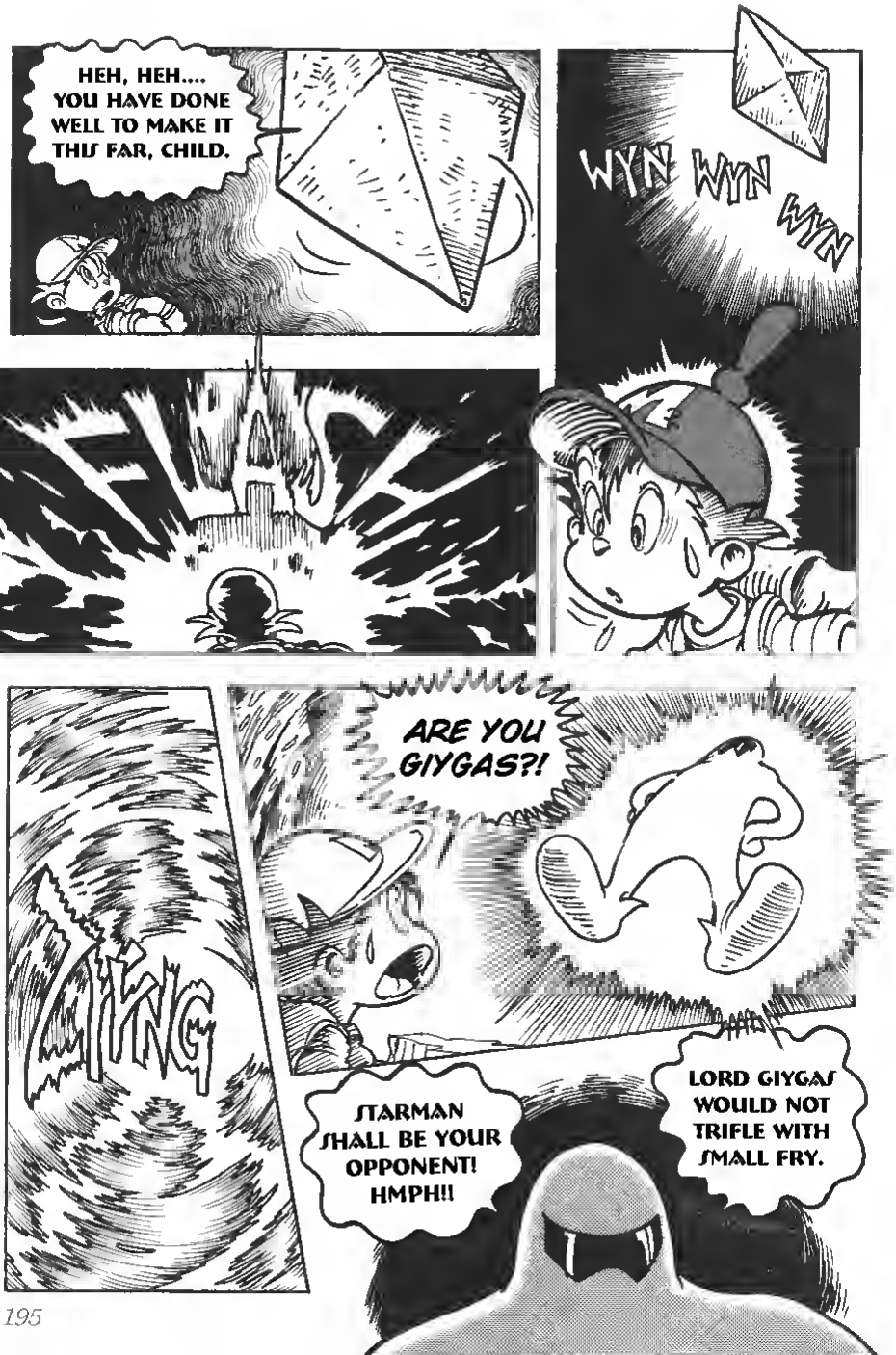
HOLD UP. WHERE'D THAT DINOSAUR COME FROM?
IT WASN'T A SPACE CREATURE.
GIYGAS CONTROL-LING THE TIME AXIS BROUGHT AN ANCIENT DINOSAUR HERE...
THEN RETURNED IT JUST NOW.

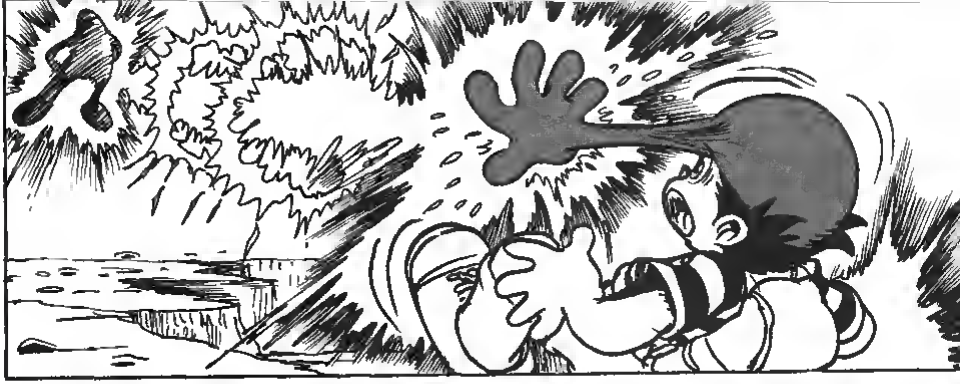

NOPE, HE'S GONE. THERE'S JUST A WALL WHERE HE VAN-ISHED.

YOU THINK MAYBE HE WARPED AGAIN, TO A DIFFERENT PLACE?

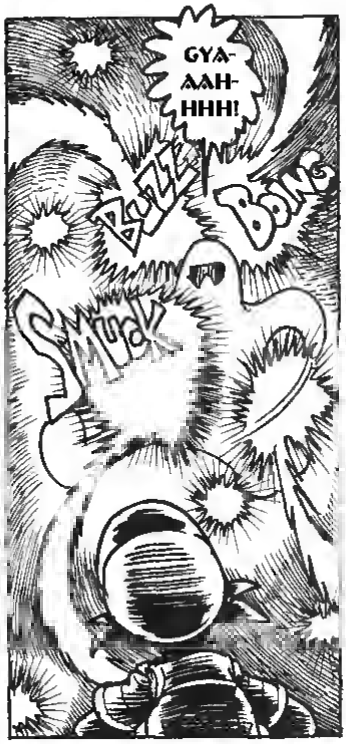

MAN, WHAT'S WITH THIS ZONE?! IT'S EVEN ODDER THAN THE LAST ONE!
AAAAHHHH
BLAGGH !!
KLANG!
OOH, THAT SMARTS... WHAT IS THIS PLACE?
LOOKS LIKE I CAME TO A DIFFERENT PLACE THAN THE DINOSAURS.
!

OH! SO I'M THAT FAR FROM THE LAST SPOT...
I SUPPOSE THIS IS WHERE THE MAN HIMSELF, GIYGAS, FINALLY SHOWS UP....
RIGHT!! DOWN HERE, YOU'RE THE ONLY ONE WHO CAN MAKE CONTACT!
YOU MEAN DR. ANDO-NUTS?
PAULA!! COULD YOU USE TELEP-ATHY TO CONTACT MY DAD?
GOTCHA !! I'LL GIVE IT A TRY !
IF WE HAD THAT, WE MIGHT BE ABLE TO CATCH UP TO NESS!
I THINK WHAT MY DAD WAS BUILDING EARLIER WHEN I WENT TO HIS LAB WAS A TIME MACHINE!
I ONLY HOPE WE MAKE IT IN TIME!!
I'M COUNT-ING ON YOU!!

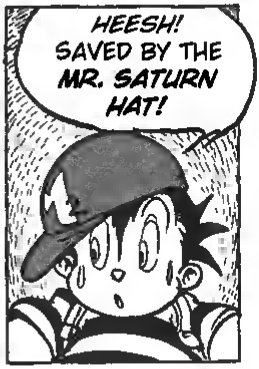

HEH, HEH.... YOU HAVE DONE WELL TO MAKE IT THIS FAR, CHILD.
WYN WYN WYN
FLASH
ARE YOU GIYGAS?!
GIYING
STARMAN SHALL BE YOUR OPPONENT! HMPH!!
LORD GIYGAS WOULD NOT TRIFLE WITH SMALL FRY.



DAMN... YOU'RE MORE FORMI-DABLE THAN I THOUGHT.

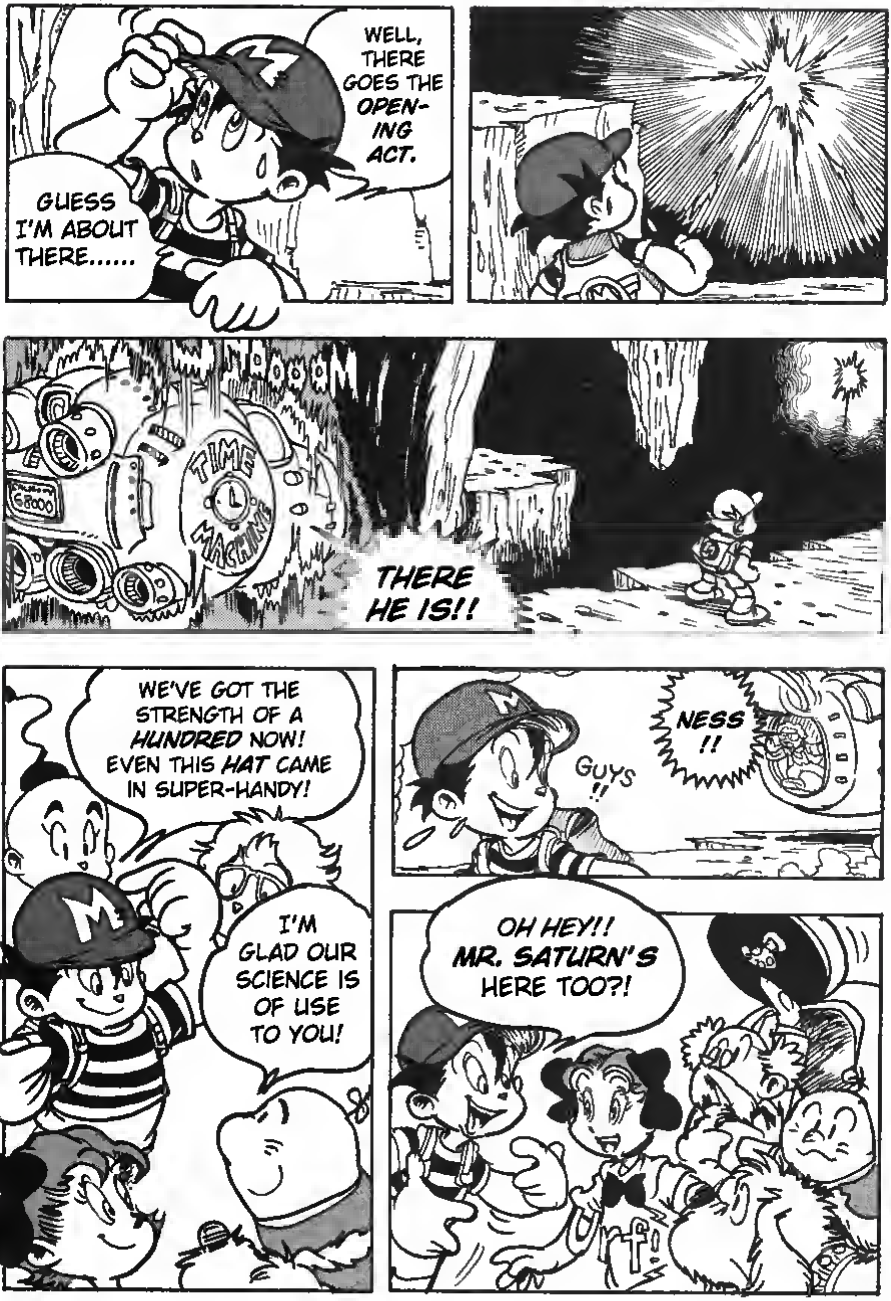

GYA-AAH-HHH!
BUZZ
BOING
SMACK

BUT DO NOT LET IT GO TO YOUR HEAD.... FOR LORD GIYGAS...

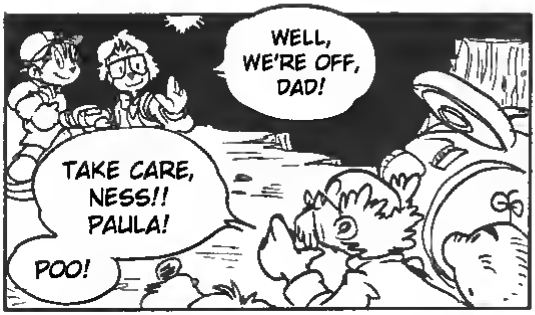

HEESH! SAVED BY THE MR. SATURN HAT!

...IS ON A DIFFERENT SCALE FROM I! HA HA HA!

NOW YOU'VE DONE IT! IT'S MY TURN NOW!

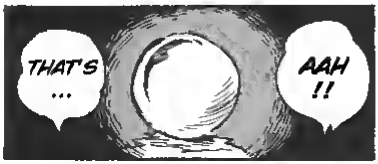

WELL, THERE GOES THE OPEN-ING ACT.
GUESS I'M ABOUT THERE.....
KABOOM
TIME MACHINE
THERE HE IS!!
WE'VE GOT THE STRENGTH OF A HUNDRED NOW! EVEN THIS HAT CAME IN SUPER-HANDY!
I'M GLAD OUR SCIENCE IS OF USE TO YOU!
NESS !!
GUYS !!
OH HEY!! MR. SATURN'S HERE TOO?!

ONLY THE FOUR OF YOU CAN ENDURE IT MENTALLY.
THERE SEEMS TO BE A PSYCHO BARRIER IN PLACE UP AHEAD. IN OTHER WORDS...
JEFF, WE MUSTN'T GET OVERLY FESTIVE.
Here we go, Buzz!!
Out we go, Bahuzz!
WE NOW TIME TO LEAVE THIS DOGGY!
YUPPO, WE'VE TRAVELED LONG TO GET HERE, BUT...
IZZAT SO? I BET WE COULD GETS THROUGH TOO!
We're off to fight Giygas!
Mueller, thonks for putting up with us for so long.
IF WE DOES THIS, WE ABLE TO CONTINUE AHEAD TOO!
WHAT WE'RE SAYING IS...
THE DOG... SPOKE?!
We were borrowing Mueller's body.
Such is the kind of aliens we are, Doctor.
HOLY SMOKES!! YOU GUYS ARE LIKE ECTO-PLASM!
Aliens.. inside.
OH, YOU SEE, IT'S THE ALIENS INSIDE MUELLER WHO...

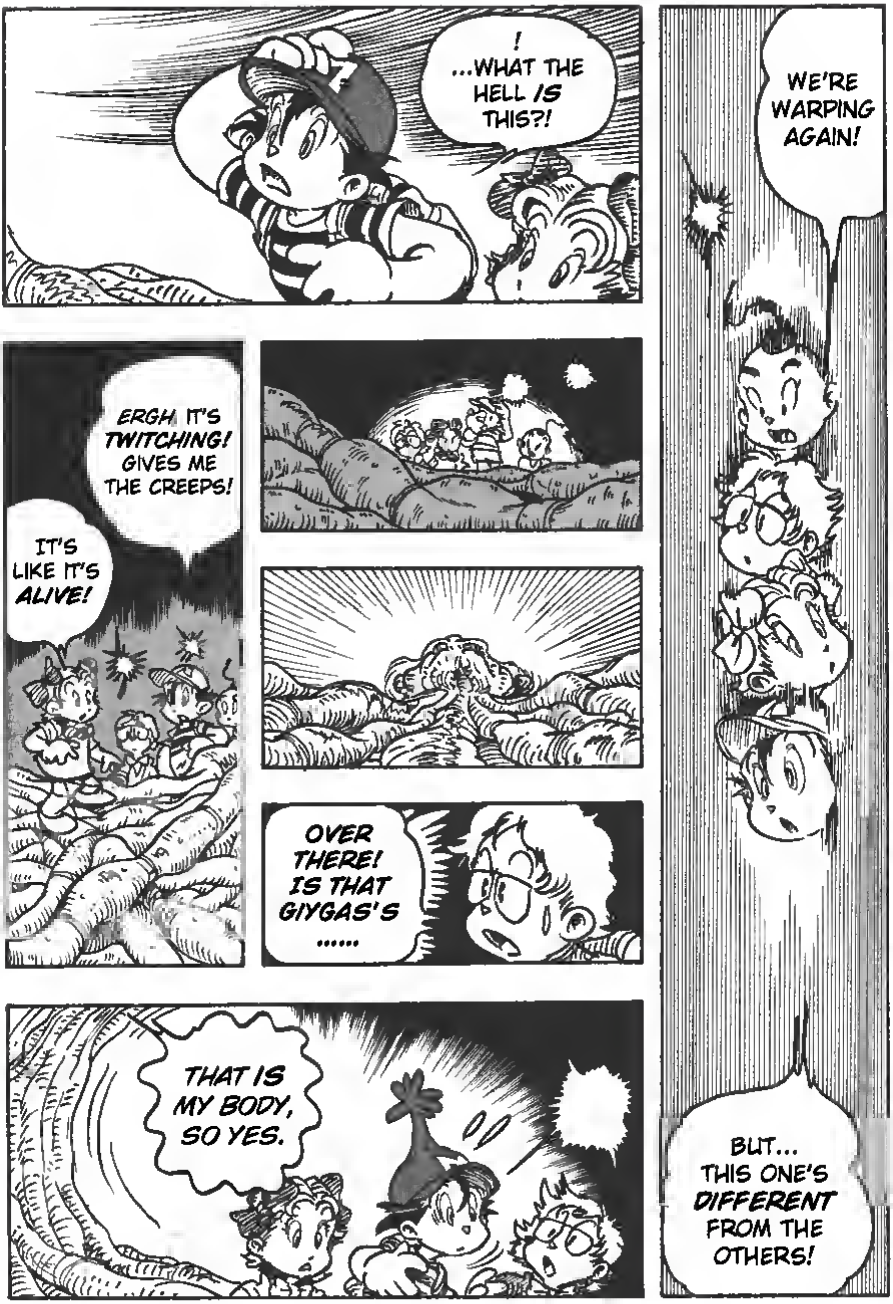

WELL, WE'RE OFF, DAD!
TAKE CARE, NESS!! PAULA!
POO!

We couldn't help using it.
WHAT HAPPENED TO YOUR DIALECT?
There's no need for it anymore. Now, let's go, folks!!

IT AGGRAVATES ME THAT THERE'S NOTHING I CAN DO TO SAVE EARTH.
AND MY SON... JEFF... PLEASE COME BACK ALIVE.


THAT'S ...
AAH !!

Get ready!
It's the final Warp Ball to Giygas.
.....
SO WE'VE FINALLY MADE IT.


!
...WHAT THE HELL IS THIS?!
WE'RE WARPING AGAIN!
ERGH IT'S TWITCHING! GIVES ME THE CREEPS!
IT'S LIKE IT'S ALIVE!
OVER THERE! IS THAT GIYGAS'S .....
THAT IS MY BODY, SO YES.
BUT... THIS ONE'S DIFFERENT FROM THE OTHERS!

YOU MUST BE GIYGAS!!
HEH... THAT IS CORRECT.
BUT I AM NO INVAD-ER.
WHAT'RE YOU TALKING ABOUT?! EEEYAAAHH!!
UWOL-GGHH-HH!!
WELL, I REALLY FELT THAT. I WOULD EXPECT NO LESS. HOWEVER, THINK BEFORE YOU FIGHT.
TAKE A LOOK AT THIS....

AAH !!
PORKY !
INDEED. I FOUND HIM IN A SPACE BETWEEN DIMENSIONS.
HIS SOUL HAS ACCEPTED ME,
AND HE HAS COME TO UNDERSTAND MY VIEWS.
HE KNOWS I AM HIS SAVIOR.
HOW?! IT CAN'T BE!!
YOU SAY I'M TAKING OVER THE EARTH...
BUT IS IT NOT THE HUMAN RACE THAT'S TAKEN OVER?
THINK ABOUT IT - THIS ANCIENT EARTH IS NOT RULED BY THE DINOSAURS.
WOULD NOT THAT BE THE EARTH IN ITS NATURAL STATE?
BUT YOU HUMANS ARE DRIVING THE EARTH TO ILLNESS...
BY SUCKING ITS RESOURCES DRY.

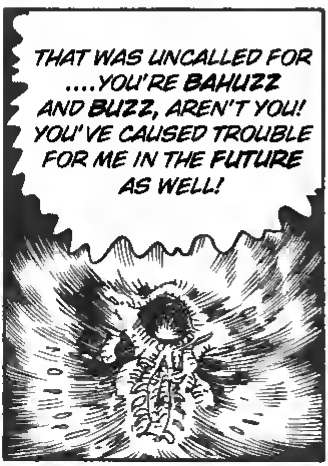
PORKY HERE IS TELLING ME HE'D LIKE TO.
I'M AFRAID WE'LL HAVE TO PASS !!
IF I DO THAT, MOTHER EARTH ...
WILL NOT BE CONSUMED.
OF COURSE, YOUR GROUP IS DIFFERENT.
TO CONCEAL THAT POWER OF YOURS WOULD BE...
FAR TOO GREAT A SHAME. WHEN I LEAVE FOR ANOTHER PLANET...
I WOULD HAVE YOU WORK BY MY SIDE .... WELL? QUITE THE BARGAIN, IS IT NOT?
SINCE ITS DAWNING, HISTORY HAS SEEN THE BIRTH OF MANY CREATURES ...
BUT THE ONES CALLED HUMANS HAVE BECOME TOO SMART.
I'LL MAKE THEM STUPIDER AGAIN.
TO EARTH, YOU HUMANS ARE A BACTERIA ...
THAT EATS AWAY AT THE BODY.
I CANNOT LET THIS GO BY.
I AM TRYING TO RETURN IT TO HEALTH.
YOU COULD EVEN CALL ME THE PHYSICIAN OF JUSTICE.
YOU'RE NOT SERIOUS...

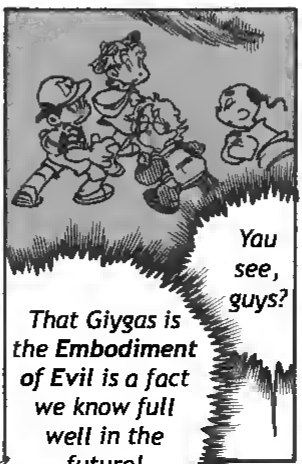
NESS!
PAULA!
JEFF!
HOWEVER ....THEY ALREADY UNDER-STAND.
WELL, I DID SPRING IT ON YOU, SO... HMPH. I CAN'T BLAME YOU FOR NOT UNDER-STANDING.
WE JUST SAID GOOD-BYE, DAD!
DAD! MOM! WHAT ARE YOU DOING HERE?!
NESS!!
PAULA!
WE'VE COME TO STOP YOU FROM STARTING A MEANINGLESS FIGHT! SO YAY!!
OH, IT'S JUST THAT... IF YOU THINK ABOUT IT, GIYGAS HAS A REASONABLE POINT!

GIYGAS IS PULLING THE DATA ON YOU GUYS FROM PORKY AND CREATING PHANTOMS! WANT PROOF...?
GUYS! DON'T BE FOOLED! THOSE ARE ILLUSIONS!
This is bad, Poo!!
SO THEN, GIYGAS IS....
KIYEEYY-YYAHH!
I HAVEN'T MET PORKY, SO MY RELATIVES HAVEN'T SHOWN UP!
OH No!
OUCH!
AAAEEEE
This isn't looking good, Bohuzz!!
Open your eyes!!
Hey.. hey!
I agree, Buzz!! Let's you and I make them see!
HOW COULD YOU, POO?!
AWWW.... WHY'D YOU GO AND DO AN AWFUL THING LIKE THAT?

Giygas is charming you with a bluff! Witness his contemptible hand!!
Ness!! Paula!! Jeff! Watch closely!

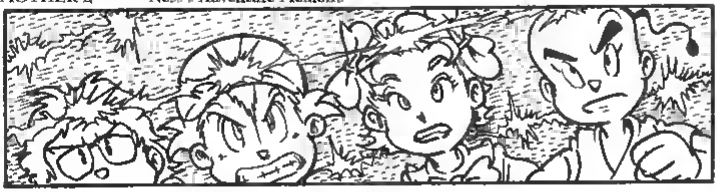
SHOOO


THAT WAS UNCALLED FOR ....YOU'RE BAHUZZ AND BUZZ, AREN'T YOU! YOU'VE CAUSED TROUBLE FOR ME IN THE FUTURE AS WELL!


You see, guys?
That Giygas is the Embodiment of Evil is a fact we know full well in the future!

GYAAA AAAHH
UWAA AAGGH
TAKE THIS!!
ARE YOU OKAY?! BAHUZZ! BUZZ! SPEAK TO ME!!
!
Ooogh ....
BAHUZZ!! BUZZ!
...ta fight him. I beg you...
Ness!! This is it for us. What's left is for you ond the others...
I UNDERSTAND, BAHUZZ AND BUZZ. I'LL TRY.
Good bye
If you draw out the power of the earth
Do not forget this....
...and fight alongside everyone..... you needn't fear even Giygas

THE
POWER
OF
THE
EARTH
!
KOOOH
EEEEZZZZ



DAMN!
WH- WHAT IS THIS MIGHTY POWER?!
THERE'S NO WAY IT CAN JUST BE COMING FROM THESE CHIL...DREN...

AHHHOOOOOOOOHHH
NGWOOOOOHH!
KAKAKABOOOOOM!

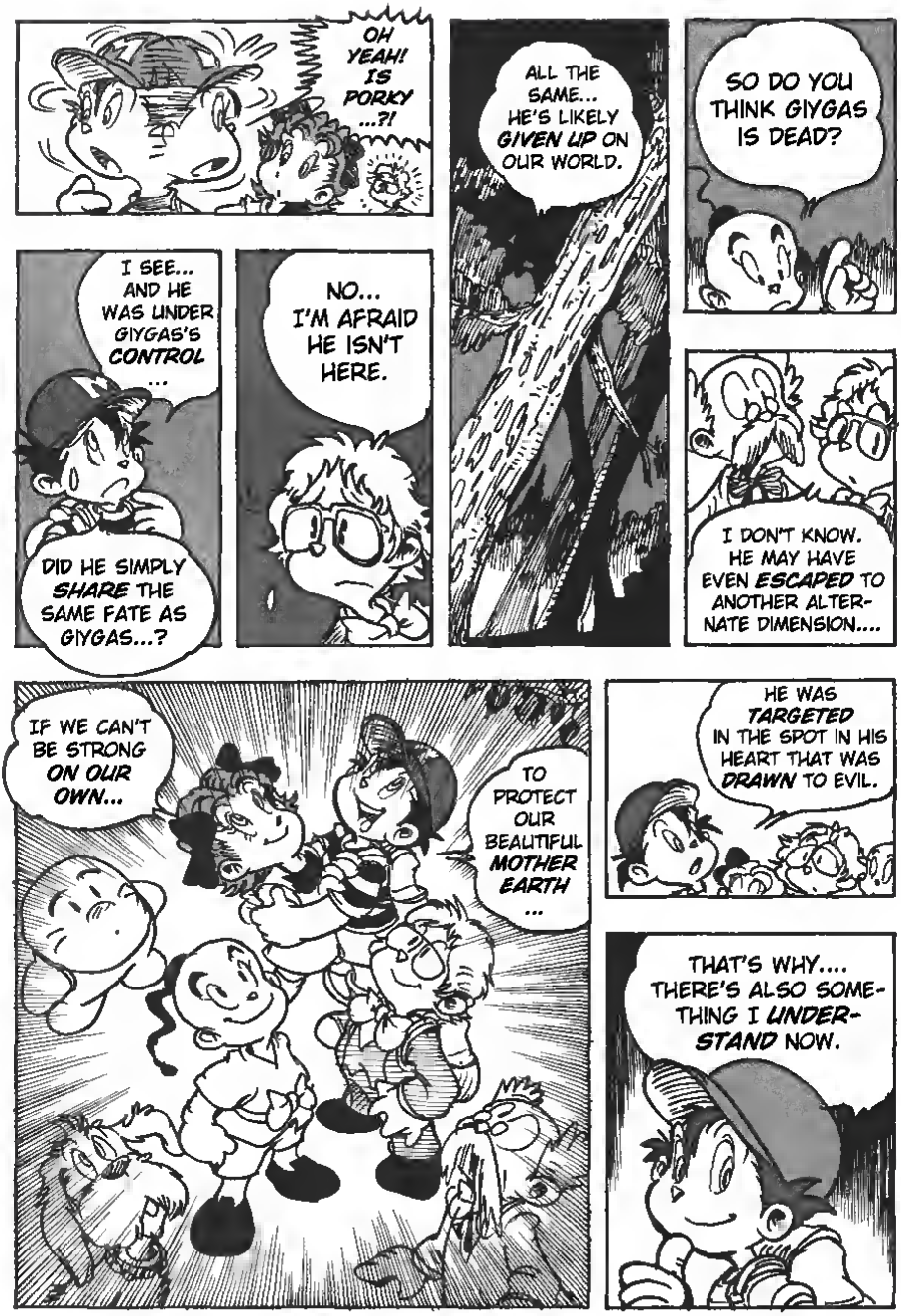
GIYGAS!! SAY YOUR PRAYERS, YOU FILTHY EMBODIMENT OF EVIL!

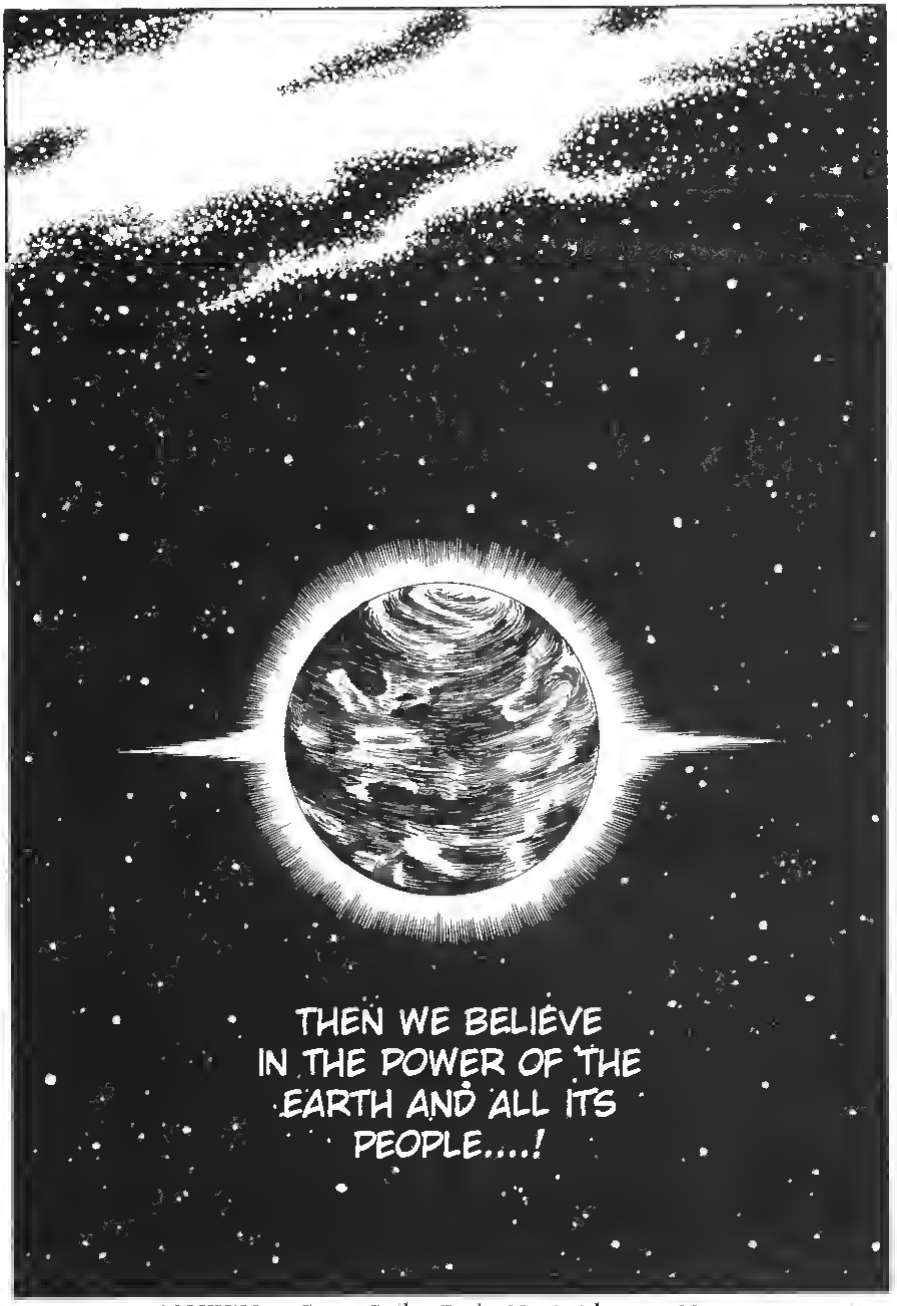
EEEEEE!
OOOOOOH

AAOOOOOOOHHH

BL
A
AGGH!

NESS.
NESS.
MM-HMM! THERE WAS THIS OUTRAGEOUS TREMOR, AND THERE YOU GUYS WERE!
HUH? WE'RE ON EARTH! AND IT'S THE SAME AS IT'S ALWAYS BEEN!....
IT'S LIKELY THE DIMENSION GIYGAS WAS IN IS NO MORE.


OH YEAH! IS PORKY ...?!
ALL THE SAME... HE'S LIKELY GIVEN UP ON OUR WORLD.
SO DO YOU THINK GIYGAS IS DEAD?
I SEE... AND HE WAS UNDER GIYGAS'S CONTROL ...
NO... I'M AFRAID HE ISN'T HERE.
I DON'T KNOW. HE MAY HAVE EVEN ESCAPED TO ANOTHER ALTERNATE DIMENSION....
DID HE SIMPLY SHARE THE SAME FATE AS GIYGAS...?
IF WE CAN'T BE STRONG ON OUR OWN...
TO PROTECT OUR BEAUTIFUL MOTHER EARTH ...
HE WAS TARGETED IN THE SPOT IN HIS HEART THAT WAS DRAWN TO EVIL.
THAT'S WHY.... THERE'S ALSO SOMETHING I UNDERSTAND NOW.


THEN WE BELIEVE
IN THE POWER OF THE
EARTH AND ALL ITS
PEOPLE....!

MOTHER 2
~Giygas Strikes Back~

Ness's Adventure Memoirs

Serialized in "5th Year Elementary Student" March '93 issue to
"6th Year Elementary Student" Sept. '94 issue

We wish you

GOOD LUCK!

on your adventure

Contained in this volume is an original work based on the Nintendo Super Famicom software "MOTHER 2: Giygas Strikes Back". It features scenarios that differ from what happens in the game.

reason, Giga comes above Mega. This was right during the era of Megarom[2] or whatever it was called, so I went, "In that case, I'll go with Giga!"
So basically, "Giygas" is a coined term that evokes both the image of something massive and the image of something disagreeable.

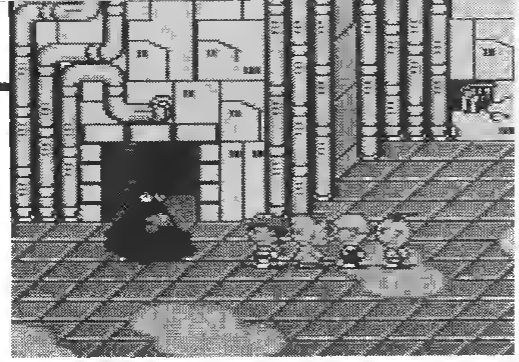
-- Mr. Ooyama, you were in charge of graphics. What sort of mental image did you use to depict Giygas?

K. Ooyama: Well, with Giygas, there were ties to the previous installment, so it was a question of how to handle the image that was inside Mr. Itoi's head, rather than mine.

-- How did your take on him differ from the other enemies?

K. Ooyama: I had to distinguish between the two. The nature of his design is totally different from the other enemies, and not only are things like the color palette and drawing methods different, but the system he appears on is different as well.

S. Itoi: That's because it's now a totally different program.



▲ Geppu [Belch] here, who also represents "Ga-Gi-Gu-Ge-Go", is a truly disagreeable monster!

A MESSAGE FROM
Mr. Itoi
THE MOTHER OF "MOTHER"

Producer and General Director Mr. SHIGESATO ITOI, Head of Graphics Mr. KOICHI OOYAMA, and Manga Artist Mr. BENIMARU ITOH Talk About the Appeal of MOTHER 2!

● Shigesato Itoi ●

● Born 10 Nov 1948. Comes from the Gunma prefecture. A copywriter who represents Japan. Released *MOTHER* for the Famicom in 1989

MOTHER2 MOTHER2 MOTHER2 MOTHER2 MOTHER2

● Benimaru Itoh ●

● Born 1950 Comes from Tokyo City. Serialized "STAR FOX" and "SUPER METROID" in *NINTENDO POWER*

K. Ooyama: Everyone will just have to see it for themselves.

-- That's something to look forward to! Mr. Benimaru Itoh, what were some difficult spots regarding your writing of "MOTHER 2: Ness's Adventure Memoirs"?

B. Itoh: It was a hardship. One hardship after another. Now that I think about it, it was a long journey. When I first accepted the story, Mr. Ooyama's world was already completed. And that world was a marvel to behold, so when it came to turning that into a manga, to put it plainly, I was having second thoughts! But then Mr. Itoi said to me "You can make it however you'd like," so I accepted and took that liberty. And there you go!
MOTHER 2, the game, is the sort of epic that's so monumentally large-scale, that if I *really* tried to make it into a manga, I'd have to imagine it'd come out to about 40 volumes of graphic novels. The chal-

A "motherly game" - that's *MOTHER*!

-- Let's ask about the title. What kind of meaning is there to be found in the name "MOTHER"?

S. Itoi: When an adult asks me that, I tell them "there isn't one".... but there are several different ways to take it. I'd imagine the most straightforward one is to take it as the "mother" in "mothership" - that is, an *uchuu bokan*, which is like a big UFO.
And then, when you look at the world of games as a whole, it's "fatherly games" that are circulating the market, but I wanted to try my hand at making a "motherly game" - that is to say, something warm and gentle, but strict. And also I thought, I want children to be born one after another with this game as their mother figure. I want the guy who says, "There used to be a game called *MOTHER*, wasn't there? I grew up on it" to make games.

-- And what about "Giygas"?

S. Itoi: I tried giving him several different kinds of names, but they just wouldn't sound scary, you know? So I wondered if maybe there was a name that wasn't all too easy on the ears. Then it struck me that the sound "Gi" isn't very pleasant, huh? The whole column of G-syllables,[1] "Ga-Gi-Gu-Ge-Go", is just atrocious-sounding, isn't it? It's even worse than the P-column, "Pa-Pi-Pu-Pe-Po" (*laughs*). And to add one more

2. Megarom = Part of the title of a Japanese anime movie released in 1987 - *Bug tte Honey Megarom Shoujo Mai 4622* - which featured characters from the *Adventure Island* series of video games

1. Syllable columns = The Japanese writing system for basic *kana* is divided by columns of syllables, most of which follow a sequence of consonant + vowel. G- and P-syllables are notably unpleasant to Japanese ears.

▼ The drum-based HP display. It has a presence that automatically makes you aware of what we call "mortality".

watching side and the listening side, it's going to give you a completely different impression, isn't it?

B. Itoh: I think the music of *MOTHER 2* draws a line between itself and the Super Famicom music of past RPGs, among other things. For instance, there's going to be a lot of people saying, "I want to listen to the music in such-and-such place, so I'm gonna go there even though I have nothing I need to do there." Just listening to it will bring them feelings of happiness.

-- We're guessing you've been giving some pretty careful thought to the wording in the in-game dialogue boxes?

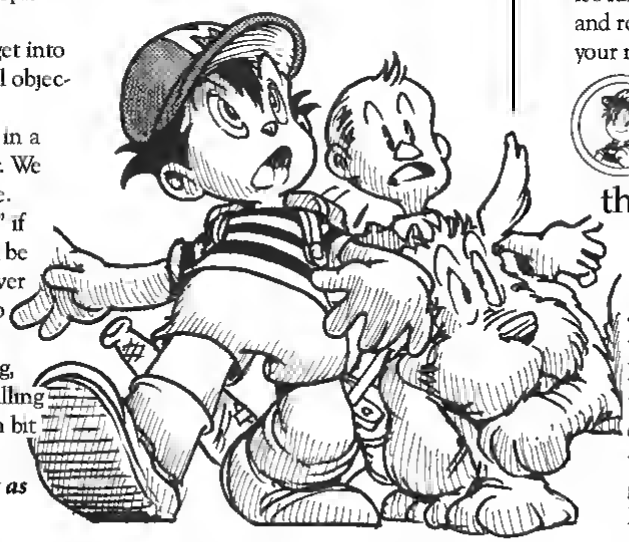
S. Itoi: Well, that's because I wnte all of it. I've got to be the only guy in the world who writes the entire scnpts for RPGs. Now, if you convert that into my fame as the "10 Million Yen for 1 Line" guy,[3] it'd exceed the world budget. Even if you think about it in normal terms, that'd come out to about 3 billion yen (*laughs*). I thought about whittling the text down as best I could, but the people at Nintendo say they don't mind if there's more of it. But for those who like to push on ahead, yeah, my fingerpnnts are all over this thing, and there's going to be people who'll find that annoying going in.

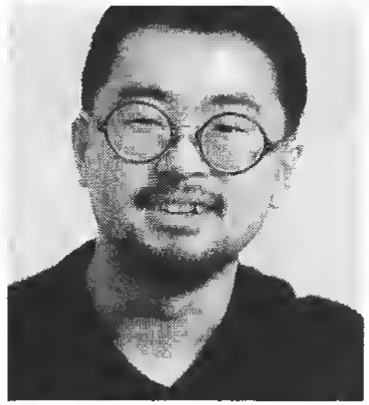
B. Itoh: Well, there were times when I'd get into the dialogue so much, I'd forget the actual objective.

S. Itoi: It may have become the first RPG in a long while that you need to take notes for. We kept in that sort of unkindness on purpose. There aren't any parts where you'll "get it" if you ignore stuff. Sure, even beginners will be able to play it,but people who just glaze over the dialogue boxes may not end up able to make sense of it all.

B. Itoh: Whenever I'd overlook something, with the idea that he was probably just pulling another gag or whatnot, it would lead to a bit of trouble for me later...

-- It just won't do if you don't watch out as well as enjoy yourself, will it?





● Koichi Ooyama ●

● Born 1960. Art Director for *MOTHER 2*. Is also currently very active as a toy and card designer.

lenge was in how to condense and present it. To all my readers, there are a lot of small panels and I think they might be hard on the eyes, so please forgive me.

-- What can you tell us about this new game's features?

S. Itoi: There are quite a few! On the map screen you play cat-and-mouse with enemies, so even those with a specialty in action games will get plenty of exercise for their skills. The idea of battling it out with all the enemies that show up isn't new to RPGs, but in *MOTHER 2*, the ability to escape factors in a bit before it comes to that, and you can trick enemies. "You'd probably get stuck here!", stuff like that, you know? That kind of thing is pretty fun! This is an experiment that wasn't in the last game, so do please enjoy it.

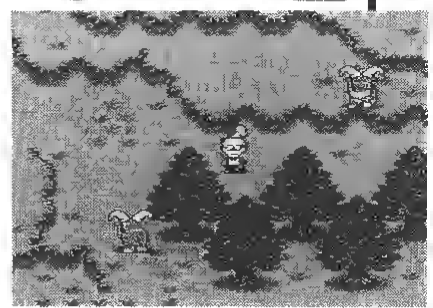
K. Ooyama: Since each enemy moves differently, it's fun figuring out how you can utilize the trees and rocks in the terrain to escape, then executing your move.

I'm the only one in the world who's written the entire script for an RPG.

-- Music proved to be the key element the last time around, but what about this time?

S. Itoi: It's there this time around too. Those who've played the previous game will probably think, "So now I'm using it this way, then?" It's not too often a game uses the things we call ears as a device, so I thought I'd make *MOTHER* into a game that makes as much use of our ears as possible. See, with games, you do things like play them with the sound down low, because you're worried, "Someone might get mad at me!" Where's the fun in that?

K. Ooyama: Be it a game or a movie, if you don't have both the



▲ Playing cat-and-mouse with the enemies on the field screen is also part of the fun.

MOTHER2 MOTHER2 MOTHER2 MOTHER2 MOTHER2

3 Itoi's runaway success as a copywriter with his "Delicious Life" tagline led to his being known as "The Copywriter Who Earns Ten Million Yen On a Single Tagline", or "10 Million Yen for 1 Line", for short.

People are definitely going to shout when playing *MOTHER 2*!

-- So, what would you say if we asked about any other neat features that weren't in the last game?

S. Itoi: The drum-based parameter display is pretty popular. We didn't make it with that kind of thing in mind, but because HP drops by analog, if you do something like give the character some food in the middle of the descent, from there it'll spin back the opposite way, so that you get by with less damage than you actually took on.

K. Ooyama: The type of enemy that's the last to die will probably deal out a lot of damage, in a "weasel's last fart"[4] kind of way. If you save getting rid of that enemy until he's the absolute last one left, you get by with a lesser damage value than that which you received, because the drums stop rotating the moment the battle ends. Fights are more fun when you capitalize on the drum system!

B. Itoh: During the battles, it gets pretty heated, like "Oh geez, gotta recover health!" You know, like, "If I do it now I should still be able to make it!" In other RPGs, if you have 100 HP and you take on 150 damage, you're a goner.

2MOTHER2MOTHER2MO

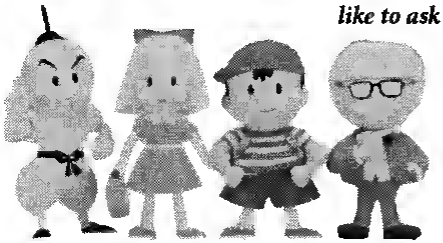
S. Itoi: That's because you might say traditional battles are *Zaraki*,[5] more or less. Sure, *Zaraki*, as it's called, may be interesting, but I'm not so sure how well it holds up when you play the whole game that way. Which is why, when you have a cold or some such thing, you can see yourself get closer to death with each rotation. A "sense of mortality" really comes out here. You earnestly think, "Gotta get rid of this cold!"

-- So a lot went into the bits and bobs that get you absorbed into the game, then.

B. Itoh: Yeah, you really do shout a lot when playing this thing.

S. Itoi: People are definitely going to shout during this game. Like "*Oh!*" and "*Aagh!*" There'll also be a lot of "Wha?! No way!"

-- So it's one surprise after another, then! Well, to wrap things up, we'd like to ask Mr. Itoi if he could give us a message.



S. Itoi: I think if you ponder the game to yourself while you're enjoying it, and really savor it, you'll be able to rediscover the richness of the world of RPGs. That's the sort of software *MOTHER 2* is.

4. "Weasel's last fart" = A Japanese idiom meaning "a parting shot".

5. *Zaraki* = Instant KO spell in the *Dragon Quest* series, known in English localizations sometimes as "Defeat", sometimes as "Thwack".

MOTHER 2: NESS'S ADVENTURE MEMOIRS

WONDERLIFE GAME COMICS

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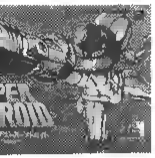
Super Famicom



WILD TRAX [1]

1 Known in the west as STUNT RACE FX.

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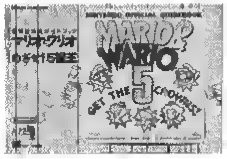

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2 Known in the west as SUPER MARIO ALL-STARS.

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